

**Curriculum at LAB University of Applied Sciences  
2022-2023**

**Bachelor of Culture and Arts, Interior Architecture and  
Furniture Design 22S, full-time studies, Lahti**

Code	Name	1 y	2 y	3 y	4 y	ECTS total
<b>MLTISIK22S-1001 Common studies</b>						<b>15</b>
AY00BU47	Developing professional competence 1	1				1
AY00BU48	Developing professional competence 2		1			1
AY00BU49	Developing professional competence 3			1		1
A300CE13	Orientation to Sustainability Thinking	2				2
KE00BT61	English for Work	4				4
KR00BU42	Swedish for Work, Spoken	1				1
KR00BU43	Swedish for Work, Written	1				1
KS00BT59	Expert Communication Skills	4				4
<b>MLTISIK22S-1002 Professional Core Competence</b>						<b>90</b>
<b>MLTISIK22S-1003 Foundation Studies in Fine Arts</b>						<b>15</b>
AM00CF73	Color, Form and Composition	5				5
AM00BV66	Visual Design	5				5
AM00CE41	Art History	5				5
<b>MLTISIK22S-1004 Basic Studies in Design</b>						<b>30</b>
AM00CF02	Introduction to Design	5				5
AM00BW57	Workshop license	5				5
AM00CR51	Visual Software Tools	5				5
AM00BW40	Ergonomics and Accessibility	5				5
AM00CH64	Presentation Methods	5				5
AM00CF03	Basics of Service Design		5			5
<b>MLTISIK22S-1005 Basic Studies in Interior Architecture and Furniture Design</b>						<b>15</b>
AM00CF04	Advanced Prototyping	5				5
AM00CM66	Working in CAD	5				5
AM00BW38	Structures and Materials		5			5
<b>MLTISIK22S-1006 Core Studies in Interior Architecture and Furniture Design</b>						<b>20</b>
AM00CM43	CAD, 3D and visualization		5			5
AM00BW37	User-centred Design		5			5
AM00CF06	VR/XR/AR for Design		5			5

AM00CE50	Marketing Communication and Branding		5			5
<b>MLTISIK22S-1007 The Creative Professional</b>						<b>10</b>
AM00CD93	A More Sustainable Life – International project		5			5
AM00CE55	Business Skills and Professional Practices			5		5
<b>MLTISIK22S-1008 Complementary Competence</b>						<b>90</b>
<b>MLTISIK22S-1009 Studio 1</b>						<b>20</b>
AM00CM60	Sustainable Design Studio		20			20
<b>MLTISIK22S-1010 Studio 2</b>						<b>20</b>
AM00CM62	Interior Design Studio			20		20
<b>MLTISIK22S-1011 Studio 3</b>						<b>20</b>
AM00CM63	Furniture Design Studio			20		20
AM00CM90	Service Design Studio					0
AM00CM78	Product Development Studio					0
<b>MLTISIK22S-1012 International Student Exchange</b>						<b>30</b>
<b>MLTISIK22S-1013 Studio 4</b>						<b>20</b>
AM00CM64	Materials Studio				20	20
AM00CM59	XR/AR Studio					0
AM00CM99	Game Design Studio					0
AM00CM79	Product Design Studio					0
<b>MLTISIK22S-1014 Elective Studies</b>						<b>10</b>
AM00CM92	Studio Portfolio 1					0
AM00CM93	Studio Portfolio 2					0
AM00CM94	Studio Portfolio 3					0
AM00BV84	Research and Development in a Thesis Work					0
<b>MLTISIK22S-1015 Studies completed at other universities</b>						<b>0</b>
<b>MLTISIK22S-1016 Practical Training</b>						<b>30</b>
HA00CD54	Practical Training		5	5		10
HA00BU51	Practical Training 2			5	5	10
HA00BU52	Practical Training 3			5	5	10
<b>MLTISIK22S-1017 Thesis</b>						<b>15</b>
AO00BU53	Thesis Planning				5	5
AO00BU54	Thesis Research and Writing				5	5
AO00BU55	Thesis Publication				5	5

### MLTISIK22S-1001 Common studies: 15 ECTS

### AY00BU47 Developing professional competence 1: 1 ECTS

#### Learning outcomes

The student is able to

- plan their own learning and cooperate in situations related to their own field of studies
- recognize their own competence and the needs to develop them further and to plan their careerpath observing them
- act as a group member- operate in the learning environments of LAB University of Applied Sciences
- picture their own field of studies and its future skills- give feedback on tuition and services and thus participate in the development of education

### **AY00BU48 Developing professional competence 2: 1 ECTS**

#### **Learning outcomes**

The student is able to

- utilize various learning opportunities in curriculum
- recognize and aim their own competences to be in level with the future career requirements
- create a study plan that supports the future career goal
- give feedback on tuition and services and thus participate in the development of education

### **AY00BU49 Developing professional competence 3: 1 ECTS**

#### **Learning outcomes**

The student is able to

- identify themselves as a learner and develop their own learning skills- evaluate innovative or alternative future competences required in their own field
- recognize and aim their own competences to be in level with the future career requirements
- masters the professional concepts of their own field and is able to point out their competencies during job recruitment processes
- give feedback on tuition and services and thus participate in the development of education

### **A300CE13 Orientation to Sustainability Thinking: 2 ECTS**

#### **Learning outcomes**

Identify and define central concepts and frameworks related to sustainability. Recognize the interconnectedness of economic, social and environmental sustainability issues. Understand and develop own individual role in driving sustainability.

#### **Evaluation criterias**

Level 1

Pass-Fail

### **KE00BT61 English for Work: 4 ECTS**

#### **Learning outcomes**

Proficiency level: B2

The student is able to

- communicate clearly and effectively in different generic and field-specific workplace situations both orally and in writing
- find, evaluate and use information effectively

- function collaboratively in international working environments.

### **KR00BU42 Swedish for Work, Spoken: 1 ECTS**

#### **Learning outcomes**

The student is able to

- convey and validate arguments
- use vital field-specific vocabulary
- communicate essential matters about their education, work experience and tasks
- present their field-specific operational environment
- communicate in various working life situations in Swedish.

The student completes the Public Administration Language Test in Swedish.

### **KR00BU43 Swedish for Work, Written: 1 ECTS**

#### **Learning outcomes**

The student is able to

- use vital field-specific vocabulary
- communicate essential matters about their education, work experience and tasks
- understand and produce various short texts related to studies and working life
- acquire information on their field in Swedish
- use online dictionaries.

The student completes the Public Administration Language Test in Swedish.

### **KS00BT59 Expert Communication Skills: 4 ECTS**

#### **Learning outcomes**

Proficiency level: C2

The student masters Finnish language as a mother tongue in all professional spoken and written communication situations.

### **MLTISIK22S-1002 Professional Core Competence: 90 ECTS**

### **MLTISIK22S-1003 Foundation Studies in Fine Arts: 15 ECTS**

### **AM00CF73 Color, Form and Composition: 5 ECTS**

#### **Learning outcomes**

Students are be able to

- use visual exercises to express colour theory and interrelations and also composition theory
- verbally describe the impressive, expressive and symbolic nature of colours and colour combinations, geometric forms and composition elements
- creatively apply the rules of colour interaction, forms and composition
- discuss the classical colour theories, composition theory and their application in fine arts and

design.

### **AM00BV66 Visual Design: 5 ECTS**

#### **Learning outcomes**

The student is able to

- present their work to peer audiences and evaluate them critically
- make use of various visual idea generation methods
- use personal observations and emotions as a starting point for creative thinking
- make connections between visual arts and other forms of visual culture
- analyse, interpret and explain contemporary visual culture.

### **AM00CE41 Art History: 5 ECTS**

#### **Learning outcomes**

Students are able to

- describe the basics of Western visual arts, architecture and other visual culture, from prehistory to modern times
- use the research concepts of art history and visual culture
- view their professional field as part of artistic practice and the visual environment
- use their knowledge of phenomena in art history in their professional development and work.

### **MLTISIK22S-1004 Basic Studies in Design: 30 ECTS**

### **AM00CF02 Introduction to Design: 5 ECTS**

#### **Learning outcomes**

The student is able to

- explain the term design and describe how design affects the development of everyday life, society and businesses
- make use of design thinking and some of the typical design process and methods for solving problems.

### **AM00BW57 Workshop license: 5 ECTS**

#### **Learning outcomes**

The student is able to

- use the workshops in a safe manner, follow rules and instructions and justify her/his actions with given instructions
- with guidance use the most common tools and devices as well as techniques in the workshop
- manufacture the given assignments under supervision.

### **AM00CR51 Visual Software Tools: 5 ECTS**

#### **Learning outcomes**

The student is able to

- use the basic terms and concepts of digital tools in discussion
- use the basic functions in typical digital tools of visual design in their field of study
- utilize visual design tools to carry out assignments
- find guides and information about the use of more advanced tools in design software.

### **AM00BW40 Ergonomics and Accessibility: 5 ECTS**

#### **Learning outcomes**

The student is able to

- apply the basics of ergonomics in their design work
- apply the principles of accessibility and design-for-all in their design work

### **AM00CH64 Presentation Methods: 5 ECTS**

#### **Learning outcomes**

The student is able to

- create a visual presentation of a design
- facilitate discussion by drawing
- create finalized presentation materials and work drawings
- explain the possibilities and restrictions of both hand drawn and digital presentation methods.

### **AM00CF03 Basics of Service Design: 5 ECTS**

#### **Learning outcomes**

The student is able to

- use service design terminology, methods and processes in design work
- function as a member of a multidisciplinary team in a goal-oriented way
- apply design thinking to assignments and problem solving
- recognize the importance of foresight in service design
- produce visual presentations of services.

### **MLTISIK22S-1005 Basic Studies in Interior Architecture and Furniture Design: 15 ECTS**

### **AM00CF04 Advanced Prototyping: 5 ECTS**

#### **Learning outcomes**

Students are be able to

- compare and choose materials for a model
- demonstrate a command of three-dimensional sketching
- independently use appropriate modelling tools and equipment in an assignment.

### **AM00CM66 Working in CAD: 5 ECTS**

#### **Learning outcomes**

The student is able to

- 
- perform basic workflows using industry standard CAD software and is able to use basic terminology of CAD work
  - independently use CAD software as a design tool
  - create work drawings using CAD software.

### **AM00BW38 Structures and Materials: 5 ECTS**

#### **Learning outcomes**

The student knows how to

- describe the basic principles of designing structures
- assess materials from the perspectives of durability, serviceability, aesthetics and product costs
- design functional structures and select appropriate materials for a design

### **MLTISIK22S-1006 Core Studies in Interior Architecture and Furniture Design: 20 ECTS**

### **AM00CM43 CAD, 3D and visualization: 5 ECTS**

#### **Learning outcomes**

The student is able to

- perform basic 3D-modelling and visualisation workflows using CAD software and is able to use the terminology of 3D-modelling
- apply previously learned CAD skills in more advanced CAD assignments and 3D-modelling
- compare different modelling techniques and formats.

### **AM00BW37 User-centred Design: 5 ECTS**

#### **Learning outcomes**

The student is able to

- apply basic principles and research methods of user-centred design in their design work
- define and prioritize different usability perspectives in their design work
- apply the principle of Design for All in their design work
- design a product from a user-centred point of view.

### **AM00CF06 VR/XR/AR for Design: 5 ECTS**

#### **Learning outcomes**

The students are able to

- define the concepts of VR (Virtual Reality), XR (eXtended Reality) and AR (Augmented Reality) and to discuss the application possibilities of these and other comparable technologies
- to design solutions in which XR/AR technologies and methods support user experience, learning, marketing communication or other customer needs.

### **AM00CE50 Marketing Communication and Branding: 5 ECTS**

#### **Learning outcomes**

The student is able to

- explain the concept, contents and characteristics of marketing thought
- use the methods of marketing communication and branding in their professional activity
- draw up a marketing plan
- select appropriate methods and channels for marketing communication and branding.

### **MLTISIK22S-1007 The Creative Professional: 10 ECTS**

### **AM00CD93 A More Sustainable Life – International project: 5 ECTS**

#### **Learning outcomes**

The student is able to

- work in her or his respective professional role within an international team
- communicate professionally in an international setting
- take the various aspects of sustainability into account in their professional work.

### **AM00CE55 Business Skills and Professional Practices: 5 ECTS**

#### **Learning outcomes**

The student is able to

- identify entrepreneurial competence requirements and evaluate their personal competencies
- identify and assess opportunities and plan a business operation in the business environment of their chosen field
- identify common contract types, legislation and practices specific to their chosen field
- take into account copyright law and intellectual property rights in their work.

### **MLTISIK22S-1008 Complementary Competence: 90 ECTS**

#### **Courses included in the study module**

Each studio is a 20 credit course. First studio-course listed for each semester is the default choice in the student's programme. Alternative studio-course choices are also listed and can replace the default choice depending on the study path of the student. Please consult your tutor teacher about alternative studio-courses.

### **MLTISIK22S-1009 Studio 1: 20 ECTS**

### **AM00CM60 Sustainable Design Studio: 20 ECTS**

#### **Learning outcomes**

This studio course includes the following parts and their respective learning goals:

#### **Sustainable Design Theory (5 ECTS)**

The student is able to

- describe the principles and opportunities of environmental and ethical thinking in design
- acquire information about product life cycles, materials, manufacturing methods, legislation and eco-efficient technologies and practices
- describe eco-efficient product development strategies.



### Sustainable Design Workshop (15 ECTS)

The student is able to

- design products with consideration of life cycles, materials, manufacturing methods, legislation and eco-efficient technologies and practices
- use systemic thinking and understands the basics of innovation ecosystems
- use eco-efficient product development strategies.

### **MLTISIK22S-1010 Studio 2: 20 ECTS**

#### **AM00CM62 Interior Design Studio: 20 ECTS**

##### **Learning outcomes**

This studio course module includes these themes:

##### Home Interiors Design (10 ECTS)

The student is able to

- observe and analyze the scale, form, functionality and atmosphere of a living space
- create spatial design solutions that are ergonomic and friendly for all senses
- design living spaces that meet contemporary requirements for comfortable living and the requirements of the construction industry
- draft the documentation related to home interior design work.

##### Public Interiors Design (10 ECTS)

The student is able to

- take the special requirements for public spaces into account in the design work
- create a concept design for a service space
- create documentation of the interior design, furnishings and lighting for a public interior space
- design accessible public interiors
- work in a multidisciplinary project and communicate professionally.

### **MLTISIK22S-1011 Studio 3: 20 ECTS**

#### **AM00CM63 Furniture Design Studio: 20 ECTS**

##### **Learning outcomes**

This studio course includes the following parts and their respective learning goals:

##### Designing Furniture (10 ECTS)

The student is able to

- recognize and analyze the functional, structural and aesthetic requirements for furniture products
- use the process of furniture design and utilize model making as a method of design
- apply the principles of ergonomics and user-centric design to the design of furniture
- design appropriate furniture solutions to complement an interior design
- draft industry-standard manufacturing drawings with required measurement notation.

##### Manufacture of Furniture (10 ECTS)

The student is able to

- take the requirements of manufacture into account when designing furniture products
- design furniture that are both economically and ecologically viable to manufacture
- choose commonly used materials and structures in their design
- draft manufacturing guidelines and CAD drawings of their design.

## **AM00CM90 Service Design Studio: 20 ECTS**

### **Learning outcomes**

Theme: Generating ideas

A student is able to

- utilize a user driven process in creation of new service ideas
- apply multicasting in creation of a user experience
- apply the principles of sustainability in service development

Theme: Creating a service concept

The student is able to

- utilize design process in creation of new service idea and in the development of a service concept
- model, test and present service ideas by prototyping
- evaluate an operability of a service concept and its ability to create value

Theme: Team working

The students are able to

- create contacts with working life representatives and advance working life based Service Design project
- develop their Service Design skills in a goal oriented way

## **AM00CM78 Product Development Studio: 20 ECTS**

### **Learning outcomes**

The student is able to

- understand different approaches to the product development process
- recognize the role of innovations and foresight as a part of the product development process
- design within the limitations of manufacturing and understands the relationship between design and production
- understand the basics of manufacturing supply chains and subcontracting
  
- use foresight and create innovations in the product development process
- apply mainstream materials and methods of manufacture in their design work
- work in their own professional role within a multidisciplinary team.

## **MLTISIK22S-1012 International Student Exchange: 30 ECTS**

### **Courses included in the study module**

Studies completed according to a separate Learning Agreement at an international partner university.

## **MLTISIK22S-1013 Studio 4: 20 ECTS**

## **AM00CM64 Materials Studio: 20 ECTS**

### **Learning outcomes**

Part 1:

The student is able to

- design wood or fibre material based products and structures
- apply the physiological properties of the material as a basis of design
- create models of the designs
- design products using contemporary materials

Part 2:

The students are able to:

- choose appropriate manufacturing methods and techniques for their design
- create designs that utilize the visual aesthetics of the material
- design manufacturable products and create documentation needed for manufacturing
- work as a designer in materials-based product development.

## **AM00CM59 XR/AR Studio: 20 ECTS**

### **Learning outcomes**

The student is able to

- define the concepts of XR (extended reality) and AR (augmented reality) and discuss the possibilities of these and related technologies
- design concepts where XR/AR technologies support user experience, learning, marketing or other client needs and requirements
- produce prototypes that allow the evaluation and further development of XR/AR concepts
- function in their professional role in a multidisciplinary design and production team.

## **AM00CM99 Game Design Studio: 20 ECTS**

### **Learning outcomes**

The students is able to

- describe the roles of design, mechanics and narrative as tools when creating experiences to a player
- describe the stages of a game design process
- give examples of how game mechanics can be used in non-game applications
- know how to create a basic game concept or take part in a professional team's efforts in creating a game concept
- know how to document a game concept design in an industry standard way and communicate with the production stakeholders.

## **AM00CM79 Product Design Studio: 20 ECTS**

### **Learning outcomes**

The student is able to

- use industrial design and innovation methods in an appropriate way
- analyze an assignment and work towards it's goals and limitations
- produce design solutions solving the assignment's challenges

- apply multiple product development processes and methods
- produce prototypes as a part of design work
- work as a part of a multidisciplinary team
- create necessary documentation and present the designed product for a client.

### **MLTISIK22S-1014 Elective Studies: 10 ECTS**

#### **AM00CM92 Studio Portfolio 1: 2 ECTS**

##### **Learning outcomes**

The students are able to

- document their work and competence in a visual way
- create a written describe assignments and their working process in a clear and concise way
- produce a visual portfolio.

#### **AM00CM93 Studio Portfolio 2: 2 ECTS**

##### **Learning outcomes**

The students are able to

- document their work methods and process both visually and textually
- situate their expertise and expression in the professional field
- produce a comprehensive visual portfolio of their work.

#### **AM00CM94 Studio Portfolio 3: 1 ECTS**

##### **Learning outcomes**

The students are able to

- report their work on a project to the client, project management or funder
- demonstrate, using citations, that they are familiar with practices in their field
- create a visual written project report.

#### **AM00BV84 Research and Development in a Thesis Work: 5 ECTS**

##### **Learning outcomes**

The student is able to

- obtain, utilise and assess R&D-related information and their sources critically
- follow the rules of ethical principles applied in all research activities
- select and use the most typical research and development methods of their own field
- write a scientific report and is familiar with the requirements for language and style and how to document the sources.

#### **MLTISIK22S-1015 Studies completed at other universities: 0 ECTS**

##### **Courses included in the study module**

You can complete courses at other higher education institutions for example through CampusOnline or as an Open University student.

## **MLTISIK22S-1016 Practical Training: 30 ECTS**

### **HA00CD54 Practical Training: 10 ECTS**

#### **Learning outcomes**

The student is able to

- describe work-related phenomena and use related concepts
- act in a productive way, following the practices of the workplace and the ethical principles of the profession
- use the techniques, work methods, models and processes that they have learnt
- act in a customer-oriented way in interactive situations in the workplace and in the cooperation network
- evaluate and develop their own competence in the work done in practical training

### **HA00BU51 Practical Training 2: 10 ECTS**

#### **Learning outcomes**

The student is able to

- describe work-related phenomena and use related concepts
- act in a productive way, following the practices of the workplace and the ethical principles of the profession
- use the techniques, work methods, models and processes that they have learnt
- act in a customer-oriented way in interactive situations in the workplace and in the cooperation network
- evaluate and develop their own competence in the work done in practical training

### **HA00BU52 Practical Training 3: 10 ECTS**

#### **Learning outcomes**

The student is able to

- describe work-related phenomena and use related concepts
- act in a productive way, following the practices of the workplace and the ethical principles of the profession
- use the techniques, work methods, models and processes that they have learnt
- act in a customer-oriented way in interactive situations in the workplace and in the cooperation network
- evaluate and develop their own competence in the work done in practical training

## **MLTISIK22S-1017 Thesis: 15 ECTS**

### **AO00BU53 Thesis Planning: 5 ECTS**

#### **Learning outcomes**

The student is able to:

- describe the objectives and core contents of their thesis
- plan and describe the stages of the thesis process

- take into account the possible research permit and copyright issues

### **AO00BU54 Thesis Research and Writing: 5 ECTS**

#### **Learning outcomes**

The student is able to:

- implement the thesis on the basis of an approved thesis plan.

### **AO00BU55 Thesis Publication: 5 ECTS**

#### **Learning outcomes**

The student is able to:

- present the results or output of their thesis
- report on their thesis in writing in accordance with the thesis guidelines of LAB University of Applied Sciences
- write a maturity test.